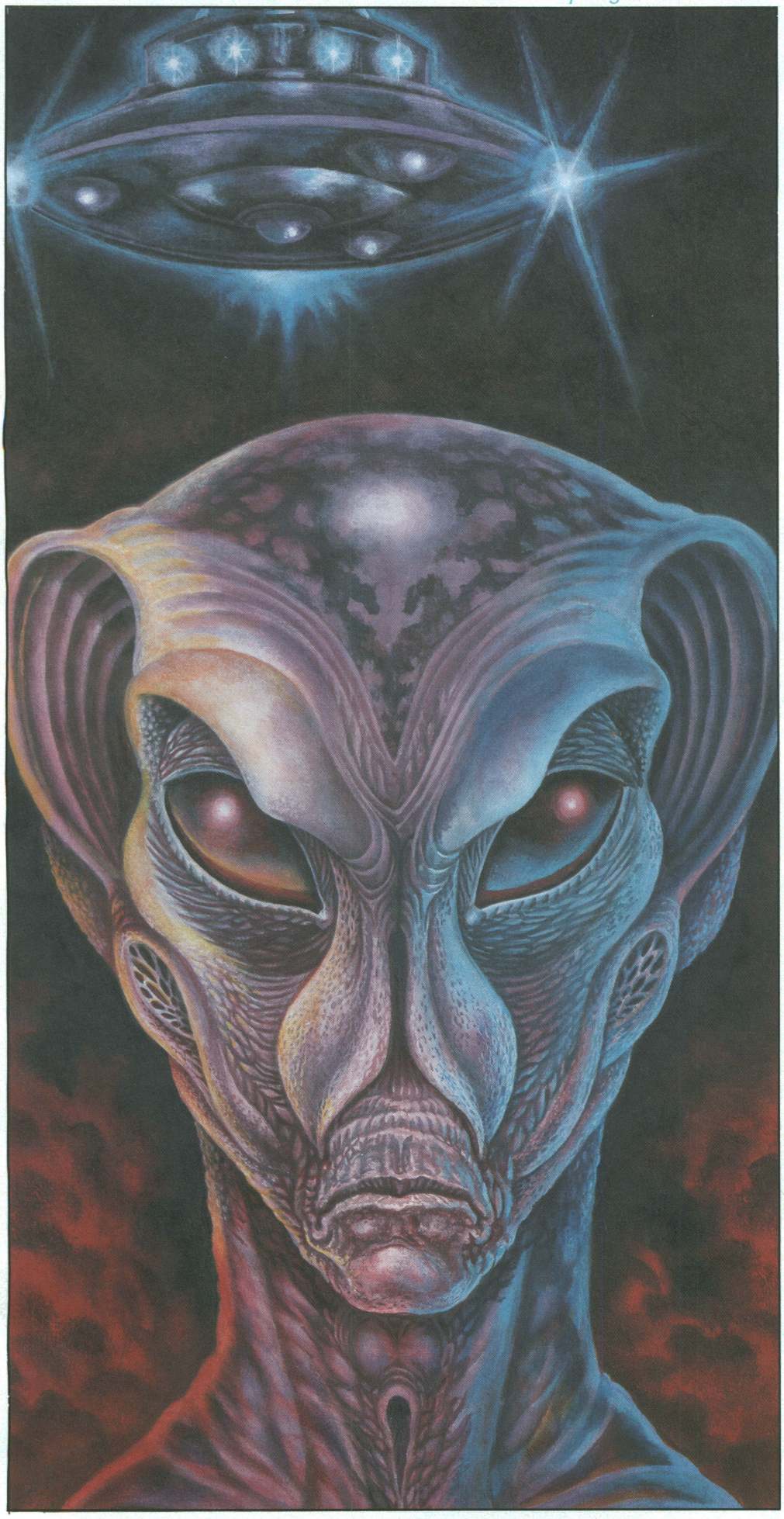
GDW GAMES 1991



DARK CONSPIRACY

Shapes that rip and tear. Shadows that live in corners. Windows in space and time that lead to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion tortured souls.

Dark Conspiracy is the latest addition to GDW's line of quality roleplaying games. When an ancient, brooding evil is released from its dimensional prison, humankind's worst nightmares come to life. What is the link between this eldritch, lurking horror and the alien visitors from other star systems?

Set in the near future, the world of **Dark Conspiracy** is fraught with peril and challenge. Can you turn back the forces of darkness?

Dark Conspiracy is completely compatible with all **Twilight: 2000** 2nd edition gaming products, including the vehicle and weapon guides.

By Lester W. Smith.

336-page trade paperback.
GDW: 2100. $22.

NEW ORLEANS

You know things are bad when corporate security goons start asking you for help. Something is out there in the swamps north of New Orleans, something that has them spooked pretty bad. Their answer is to dump about eighty-jillion gallons of toxic sludge into the lakes. Maybe it will kill whatever is out there. It sure killed most everything else.

With friends like that....

The misty swamps of the Mississippi Delta and the ancient streets of New Orleans form the backdrop for this **Dark Conspiracy** module. People are disappearing, and something out there in the swamps is responsible.

And it's tired of waiting.

By Eric W. Haddock.

An adventure for **Dark Conspiracy**.
64-page trade paperback. GDW: 2101. $10.

HELLSGATE

If science is a drug which soothes fear of the supernatural, then the space program is the ultimate opium den. Nowhere does the possibility of an ancient, lurking horror seem more remote than in the cold emptiness of space or in the antiseptic control deck of a cis-lunar shuttle.

But somewhere beyond the asteroid belt lies a frozen moon, its smooth surface broken by a cluster of ruins which were ancient when the pyramids were new. In the heart of the twisted geometry of these ruins is a portal to a realm undreamt of by man.

Hellsgate. Can you survive the nightmare?

By Julia Martin.

64-page trade paperback. GDW: 2104. $10.

A GATHERING EVIL

Tycho Caine finds himself suffering from the effects of a neurotoxin that has rendered his voluntary muscles inactive. Zipped into a body bag, he discovers the ambulance attendants have just sold him to folks who have a use for his body.

He doesn't know who he is, where he is or why Loring Industries wants him dead.

As he begins to piece together portions of his identity, things *should* be getting clearer, but why does he feel *so* out of sync....

A novel of deceit, paranoia, shadowy conspiracies and unspeakable horror.

By Michael A. Stackpole.

GDW: 2150. $4.95.

HEART OF DARKNESS

In the modern world, routine violence goes unnoticed—it takes something exceptional to get people's attention. So when street punks in Baghdad turn up dead, their tongues literally ripped from their throats, those who investigate the Dark Minions begin to take notice.

Heart of Darkness takes the characters from Georgetown to Baghdad to Hong Kong to Arabia as they track the trail of a 1000-year-old wizard and his magical talisman. Can they succeed in destroying this ancient evil—or will they be consigned to an unimaginable fate?

By Creede and Sharleen Lambard.

64-page trade paperback. GDW: 2103. $10.

DARKTEK EQUIPMENT HANDBOOK

An equipment handbook for combatting the disciples of the **Dark Conspiracy**. From high-tech weaponry to wooden stakes, silver bullets, and blowtorches.

By Charles E. Gannon.

104-page trade paperback. GDW: 2102. $12.

Cadillacs and Dinosaurs
The Roleplaying Game

In 2020, earth was devastated by geological catastrophe, and billions died. The only survivors were the handfuls in the shelters. They came out 450 years later to a radically altered world—an impossible world populated by dinosaurs and the ruins of past civilizations.

This is the Xenozoic era. Here a few brave men and women struggle to reclaim the earth. They explore the ruins of now-ancient 20th-century civilization, and like people since the beginning of time, they fight among themselves.

Cadillacs and Dinosaurs, the roleplaying game, is based on *Xenozoic Tales*, the acclaimed comic series by Mark Schultz. Complete rules (based on GDW's award-winning **Twilight: 2000** game system) detail character generation, combat, exploration, equipment, and adventuring in this fascinating future world.

- Complete game system
  - Character generation
  - Skills
  - Combat
  - Travel
  - Interactions
- Equipment lists
- Xenozoic-era history
- Timelines
- Backgrounds
- Maps
  - City in the Sea
  - Jungle
  - Deserts
  - Deep swamp
- Animals, dinosaurs
- Encounters
- Adventures

Explore the lands of the Xenozoic era!

144-page trade paperback. Fully illustrated with Mark Schultz's art. Game rules by Frank Chadwick. GDW: 3000. $18.

TWILIGHT: 2000

Roleplaying in the Devastation of World War III

The new **Twilight: 2000** is still the roleplaying game of survival in the devastation of WWIII. But this second edition incorporates current developments in Europe into the chronology leading to war. New features include:

- Expanded character generation with both military and nonmilitary backgrounds, coverage of all armed forces and other nations' militaries.
- Expanded and illustrated equipment, vehicle and weapons sections.
- Revised fire combat incorporating recoil.
- Revised vehicle combat and simplified hit locations for more logical combat resolution.
- Expanded referee and background sections, floor plans to commonly encountered buildings, and more!

All existing adventures are compatible with the new **Twilight: 2000**.

Boxed 280-page trade paperback, with 10 encounter cards, game markers, and battle maps. GDW: 2001. $30.
280-page paperback. GDW: 2000. $22.

GDW products available at your local hobby shop. Or for information write to GDW, PO Box 1646, Bloomington, IL 61702-1646 USA.

MERC: 2000

What if the world hadn't blown itself to a radioactive cinder?

For years, game players have asked for a more conventional environment for **Twilight: 2000** adventures: What about ordinary, everyday raids against terrorists? What about professional adventurers against drug lords or multinational corporations?

Merc: 2000 is the answer!

In **Merc: 2000**, the world never quite went over the brink of World War III in 1995, but the pattern of border wars, revolutions, and petty squabbles continues nearly everywhere.

This is a ripe climate for the soldier of fortune and his adventures.

Merc: 2000 makes good use of the basic 2nd edition **Twilight: 2000** character generation, task, and combat rules, but provides a totally new environment. It's a more "civilized" world than **Twilight**, but that doesn't make it any less dangerous for those whose goal is to survive.

Merc: 2000 covers not only classic mercenary operations, but also the missions of the future: industrial espionage/sabotage between multinational corporations, raids on drug cartel headquarters, and hostage rescue missions.

Plus:

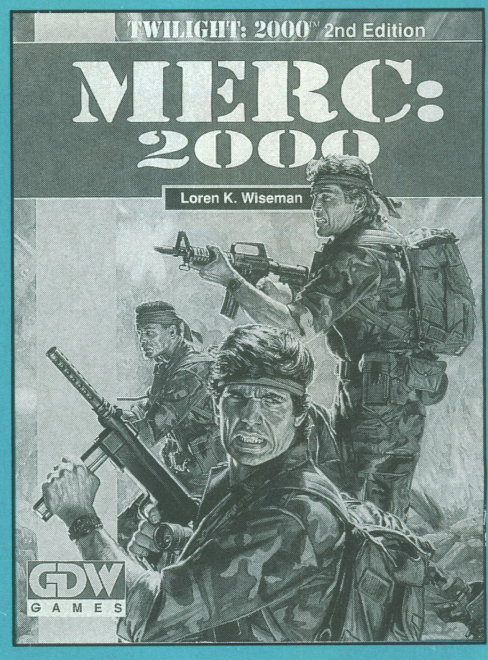
- Organizations that hire mercenaries in AD 2000.
- Trouble spots that flare throughout the world.
- Encounter tables for the regions covered.
- Everything you need for mercenary missions.
- And much more!

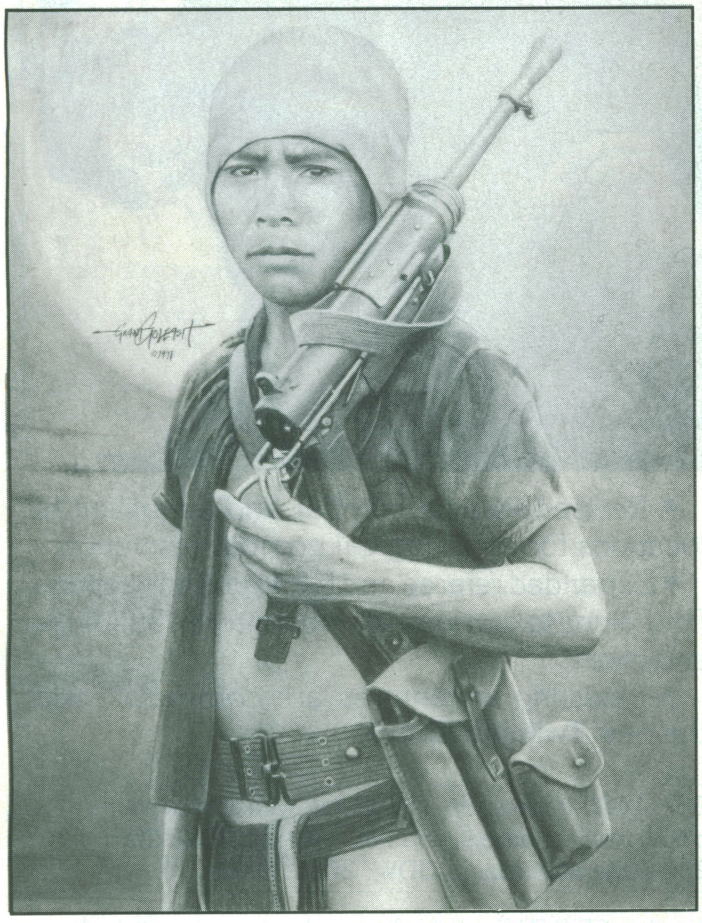
Merc: 2000 opens new vistas of adventure for **Twilight** players and continues to build on **Twilight: 2000**, the best combat role-playing system in the world.

Merc is completely compatible with **Twilight: 2000**.

You must have 2nd edition **Twilight: 2000** to play.

144-page trade paperback. GDW: 2005. $16.





BANGKOK

This sourcebook goes into more detail on southeast Asia in 2000 than the 2nd edition **Twilight: 2000** chronology. **Bangkok** describes the effects of the war, plus the geography, climate, people, and culture of Thailand. From the opium warlords of the Golden Triangle to the "sea gypsies" of the Gulf of Thailand, each section of the country includes details and a unique adventure.

104-page trade paperback. GDW: 2006. $12.

TWILIGHT NIGHTMARES

Exotic, bizarre (yet scientifically plausible) scenarios to shake up your **Twilight** or **Merc** campaigns. For example:

- **You're Not From Around Here, Are You?:** An implacably hostile, extremely well-armed, dangerously intelligent alien entity.
- **It's About Time:** A wounded stranger who insists that the group must change the future by altering the present.
- **Ground Combat Unit, Experimental:** A terrifying encounter with a squad of experimental combat robots—lean, mean, fighting machines in the most literal sense.
- **The Rumors of Our Extinction Were Premature:** A group of giant carnivorous reptiles from the age of dinosaurs, brought to life by a genetic experiment gone awry.

104-page trade paperback. GDW: 2010. $12.

AMERICAN
COMBAT VEHICLE HANDBOOK

ACVH covers more than 60 fighting vehicles (only 11 repeated from the basic game) from the M1 Abrams to the M42 40mm Duster. Included are four versions of the Bradley IFV, the M151 jeep, M42 Duster, M551 Sheridan, M728 CEV, M48A3, M88 ARV, M109, M110, and vehicles in current or recent service with the US Army.

104-page trade paperback. GDW: 2003. $12.

SOVIET
COMBAT VEHICLE HANDBOOK

More than 60 vehicles are represented in **Soviet Combat Vehicle Handbook**, ranging from the T-80 and T-90 MBTs to the T-34 of WWI and post-WWII vintage. Included are the T-55, T-62, BA-64 armored car, and variants of BMDs, BMPs, BTRs and BRDMs, plus many other staple vehicles.

104-page trade paperback. GDW: 2004. $12.

NATO
COMBAT VEHICLE HANDBOOK

More than 60 vehicles from more than six nations. Vehicles include the German Leopard III, TPz1 Fuchs, and Wiesel; the British Vickers Valiant, FV-4333 Stormer, and FV-721 Fox; the French AMX-30, VAB, and AMX-10RC; the Brazilian EE-T1 Osario; the Austrian Steyr 4K 7FA-KSPz; and numerous others. All vehicles are completely described for use in **Twilight: 2000** games and all games using the same system.

104-page trade paperback. GDW: 2007. $12.
Available in June.

INFANTRY
WEAPONS
OF THE WORLD

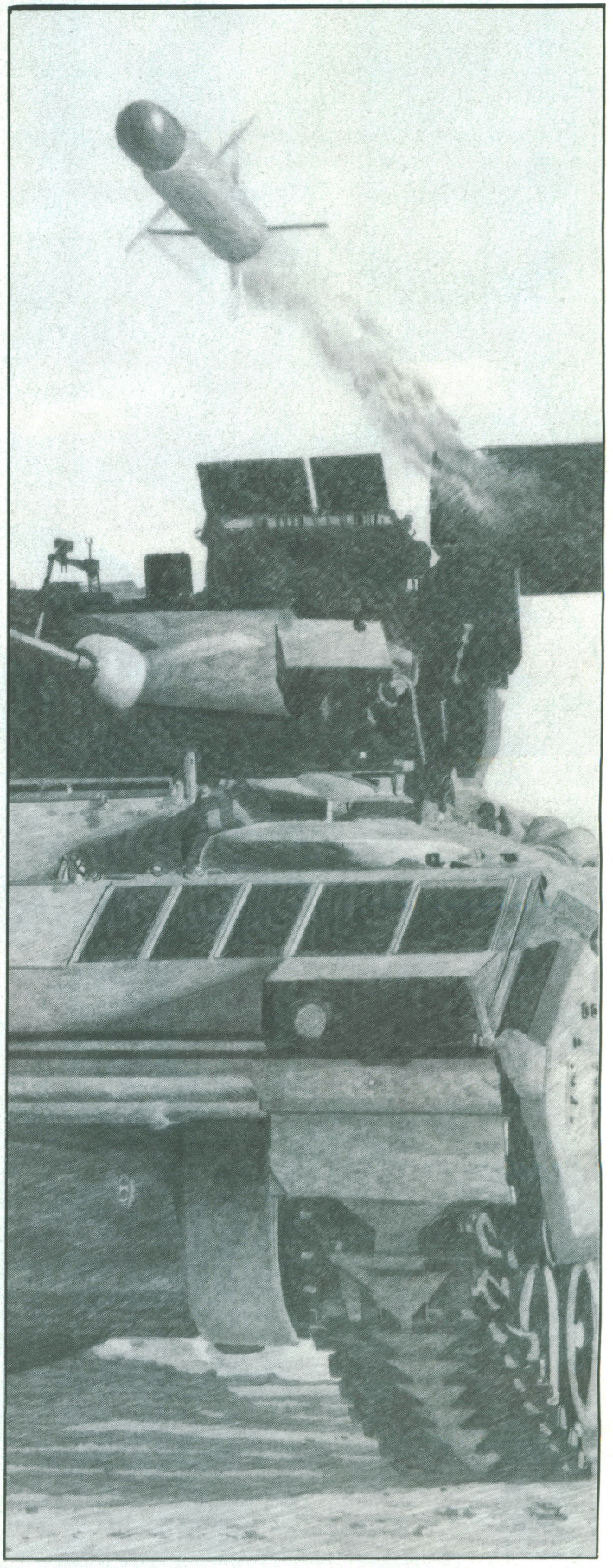
More than 250 pistols, submachineguns, light and heavy machine-guns, grenade launchers, mortars, and man-portable rocket and missile launchers. Small arms covered range from primitive .69-caliber smooth-bore muskets and .50-caliber buffalo rifles through breech-loaders, lever-action magazine rifles, cap-and-ball and cartridge revolvers, bolt-action rifles, semiautomatic rifles and pistols, assault rifles, battle rifles, civilian and combat shotguns, and advanced caseless weapons.

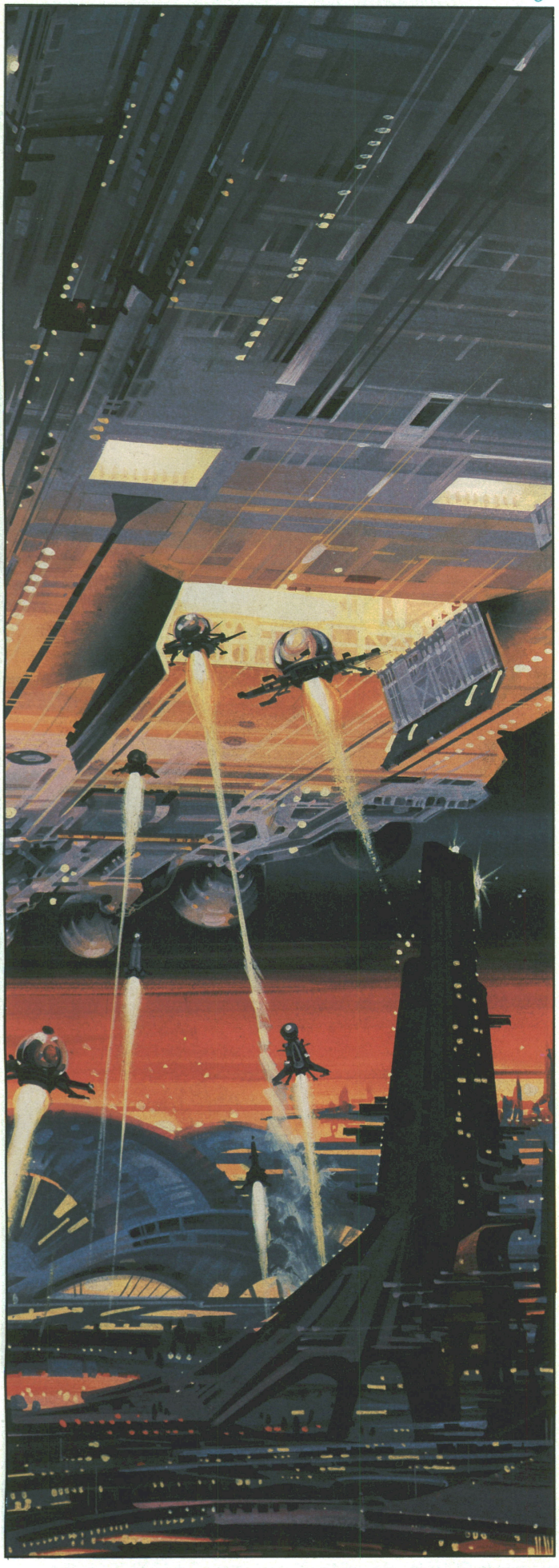
104-page trade paperback. GDW: 2002. $12.

NAUTICAL/AVIATION HANDBOOK

Small boats, airplanes and helicopters. Aircraft include light utility and liaison planes and helicopters, transport planes and helicopters, ground-attack aircraft, fighters, fighter bombers, antitank helicopters, and helicopter gunships of all major nationalities.

104-page trade paperback. GDW: 2009. $12.
Available in July.





MEGATRAVELLER™

For 1000 years, the Imperium has ruled the stars. Now, its peace and tranquility are shattered by assassination and civil war. The once-solid Imperium is divided between many petty empires, each fighting for its piece of the galaxy. The player characters' goal is to survive, and just maybe turn the tide of the Rebellion.

Background: This wide-ranging roleplaying game is set in the far future when the vast Imperium is wracked by rebellion and intrigue.

Rules: Trade and commerce, ship design, ship combat, personal interaction, tasks, animal encounters, and character generation. This is the current edition of **Traveller**.

Continuing Support: Challenge magazine (GDW) and **MegaTraveller Journal** (Digest Group Publications).

Boxed. **Players' Manual**, **Referee's Manual**, **Imperial Encyclopedia**, and detailed star map. GDW: 0210. $30.

HARD TIMES

It's a whole new galaxy out there, and it's yours for the taking!

Gigantic space fleets grind against themselves impotently around distant stars. Armies clash on planet surfaces. Everywhere the treasures of an ancient empire are destroyed by the battle for their possession. And there you are, just another schmuck trying to turn a credit, stuck in the middle of it all.

Hard Times moves the players forward to the post-Rebellion period. Fighting has mostly stopped, there's not much left of the fleets and armies, and there's more opportunity for rip-roaring adventure than at any time in the past.

96-page book. GDW: 0221. $12. Available in September.

PLAYERS' MANUAL

Basic rules reference for **MegaTraveller** players. Covers combat, travel, tasks, and much more!

96-page sourcebook. GDW: 0211. $12.

REFEREE'S MANUAL

Handles concepts the referee needs to successfully prepare and run exciting **MegaTraveller** adventures that will keep your players on the edges of their seats.

96-page sourcebook. GDW: 0212. $12.

IMPERIAL ENCYCLOPEDIA

Resource information for the **MegaTraveller** universe. Organized as a handy reference book. Includes details on equipment, places, and background, plus raw information.

96-page sourcebook. GDW: 0213. $12.

KNIGHTFALL

It was just a routine trade expedition in Massilia sector. But suddenly the tides of war shifted, and Lucan's forces overran the world in a surprise assault from orbit. Now, the characters are prisoners of war, and must escape and track down their stolen starship.

Their journey takes them to an Imperial knight recently fallen from power in the chaos of the Rebellion. This knight has important information about a fabled lost city of technological wonders from the Long Night—its marvelously high technology could help Margaret's faction prevail in the Rebellion.

96-page adventure. GDW: 0219. $12.

FIGHTING SHIPS OF THE SHATTERED IMPERIUM

The Imperial Navy never planned for the worst of all possible contingencies: a far-flung Rebellion that would shatter the empire into squabbling factions. And with each faction went a portion of the navy's fighting strength. Now, Imperial ship fights Imperial ship as the Rebellion drives the entire Imperium into chaos.

A compendium of immense battleships and cruisers that served with the Imperial fleet and now serve with the fleets of the many factions of the Rebellion.

96-page sourcebook. GDW: 0218. $12.

REBELLION SOURCEBOOK

The Rebellion is fiercely fought throughout the Imperium, as every small faction struggles for its rightful piece of the rich star-spanning empire. **Rebellion Sourcebook** covers every detail of the Rebellion: the sides, leaders, territories, fighting, equipment—everything you need to know to run a successful operation in the shattered Imperium.

96-page sourcebook. GDW: 0214. $12.

CORCC

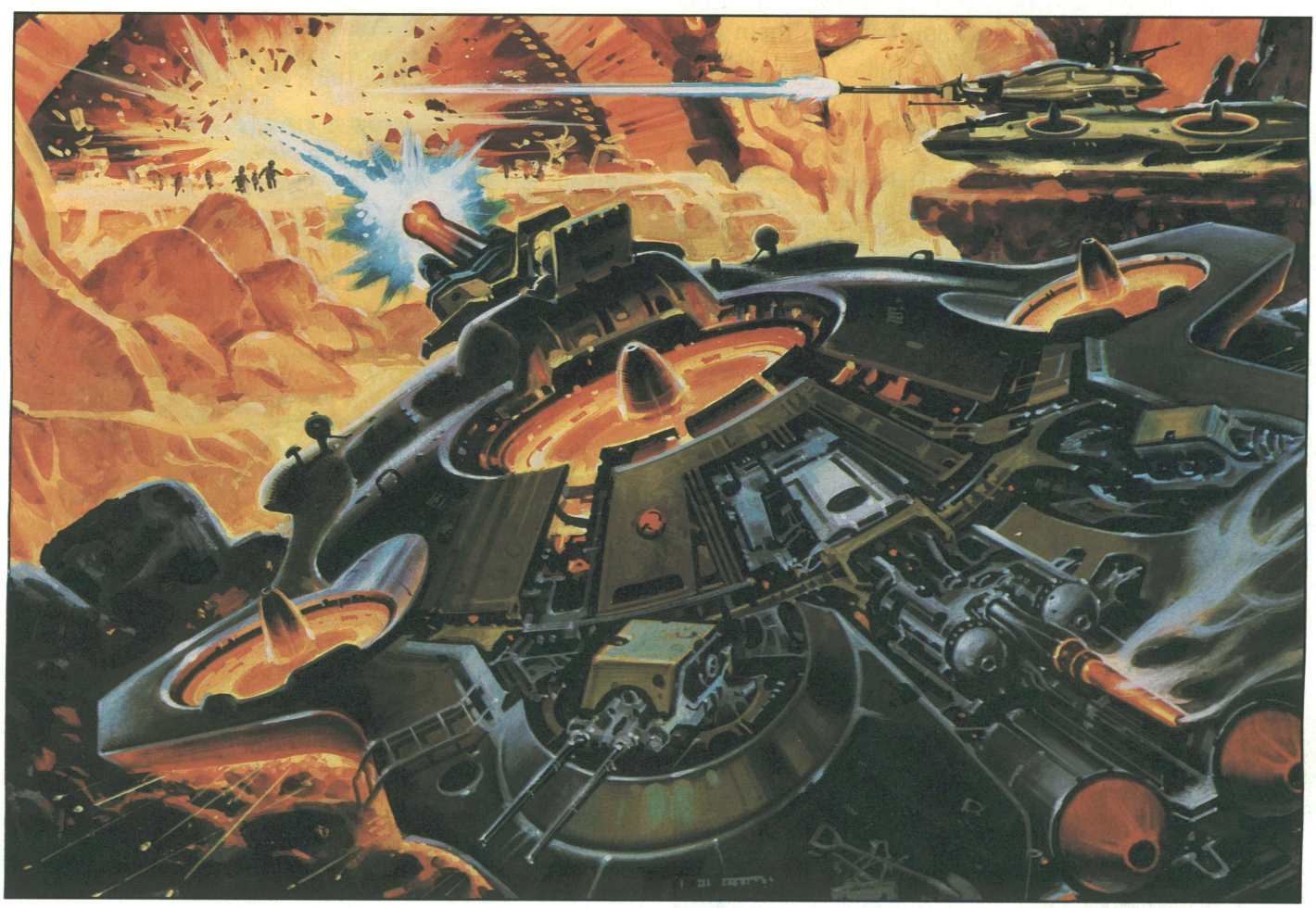
The Close Orbit and Airspace Control Command regulates aircraft on the worlds of the Imperium. This reference covers aircraft pilot character generation, aircraft design and combat, plus an exciting campaign.

96-page sourcebook. GDW: 0216. $12.

REFEREE'S COMPANION

Rules expansions for the **MegaTraveller** referee: large-scale combat, timekeeping and calendars, communications systems as used by the Imperial Navy and merchants, research systems, research techniques and tasks, maps and mapping techniques, blank world and star maps, technology, aliens, and more.

96-page sourcebook. GDW: 0215. $12.



2300 AD™

Cyberpunk Game of the Future

Three hundred years in the future, humanity has reached the stars—now it has to fight to stay there. **2300 AD** is the roleplaying game of that struggle.

The stars are gritty colonies, while at home the gulf widens between the rich and the poor.

Realistic combat and task rules and an incredible future are detailed just for the gamer.

Boxed set with *Player's Guide, Director's Guide*, scenario, and a full-color, realistic, 3-D map of the stars within 50 light-years. GDW: 1000. $20.

EARTH/CYBERTECH SOURCEBOOK

Welcome to the Earth of 2300! Background, maps, national data, social information, cyborging and netrunning rules.

96-page cyber sourcebook. GDW: 1015. $10.

DEATHWATCH PROGRAM

All you have to do is transfer one passenger from a small oil corp in Corpus Christi to an even smaller one in Monterey. Easy money.

But playing bus driver turns sour. Now you struggle against a sinister current of events which sweeps you across the face of Earth and into space. You are locked in a duel with elusive and powerful adversaries intent on eliminating the only thing standing between them and global supremacy—you.

64-page cyber adventure. GDW 1016. $8.

ROTTEN TO THE CORE

Rotten to the Core lays Libreville bare in all its frenzied glitz, gaiety, and profound corruption.

Chapters cover the black market, gangs, nightlife, the corporations of Libreville, Libreville's government, lifestyles of the rich and shameless, and going shopping in the most high-tech, haute couture, and expensive city on Earth.

64-page cyber sourcebook. GDW: 1017. $8.

AURORE SOURCEBOOK

Struggle against the Kafers on Aurore.
96-page adventure. GDW: 1010. $10.

SHIPS OF THE FRENCH ARM

Forty-five starships described in detail.
96-page **Star Cruiser** sourcebook. GDW: 1011. $10.

NYOTEKUNDU SOURCEBOOK

At the gateway to the French Arm.
96-page sourcebook. GDW: 1012. $10.

COLONIAL ATLAS

Details all 29 colony worlds in AD 2300.
96-page sourcebook. GDW: 1013. $10.

KAFER SOURCEBOOK

The deadliest alien threat to humanity.
96-page sourcebook. GDW: 1014. $10.

BEANSTALK

Explore the beanstalk on Beta Canum.
48-page sourcebook. GDW: 1030. $8.

ENERGY CURVE

A marooned expedition faces an unexpected intelligent race.
48-page adventure. GDW: 1031. $8.

KAFER DAWN

Battle the Kafers in these adventures.
48-page adventure anthology. GDW: 1032. $8.

MISSION ARCTURUS

Rescue the hostages at the orbital base at Arcturus!
48-page adventure. GDW: 1033. $8.

INVASION

The Kafers have launched their attack!
48-page adventure. GDW: 1034. $8.

BAYERN

An incredible mission to the Pleiades.
64-page adventure. GDW: 1035. $8.

GROUND VEHICLE GUIDE

Thirty-five vehicles from **2300 AD**.
64-page guide. Color plates. GDW: 1036. $10.

EQUIPMENT GUIDE

All the equipment for **2300 AD**.
64-page guide. Color plates. GDW: 1037. $8.

RANGER

Who's inciting the Ebers of 82 Eridani?
64-page adventure. GDW: 1038. $8.

STAR CRUISER

Boardgame of space combat. Scenarios and guide to starship construction. Boxed. Ship status sheets, counters, *Naval Architect's Manual*, rule book, star map. GDW: 1050. $20.

SPACE 1889

Imagine the Solar System as it might have been—canals on Mars, swamps on Venus, baroque spaceships with salons and pipe organs.

216-page hardbound book (with 16 pages of charts, 16 pages of color). GDW: 1889. $30.

SKY GALLEONS OF MARS

Fly the skies of Mars in fantastic liftwood ships or Victorian aerial gunboats. Awarded Best Graphic Presentation!

Boxed boardgame. 40-page rule book, 16-page introduction to **Space: 1889**, 16-page ship form book, two reference folders, 15 plastic miniatures, two color maps, dice. GDW: 1890. $28.

IRONCLADS AND ETHER FLYERS

Ships sail the seas, submersibles prowl the depths, and ether flyers cruise the skies in this fast-playing **Space: 1889** miniatures game of aeronaval combat over, on, and below the seas of 19th-century Earth.

108-page miniatures book. GDW: 1891. $12.

TEMPLE OF THE BEASTMEN

Venture into the beastmen's lair.

Boxed boardgame. 16-page rule book, 48 map tiles, 96 cards, 10 character sheets, 80 counters, six pawns, dice. GDW: 1892. $28.

CLOUD CAPTAINS OF MARS

The swift ships that fly through the skies of Mars are commanded by an elite few—those with the experience and will to lead their crews against danger.

64-page adventure. GDW: 1905. $8.

STEPPELORDS OF MARS

The savage nobles of the Martian steppes.

64-page adventure. GDW: 1904. $8.

TALES FROM THE ETHER

Five complete adventures on Mars, Venus, Luna, Mercury, and the Orbital Heliograph Station.

64-page adventure anthology. GDW: 1901. $8.

BEASTMEN OF MARS

In search of ancient treasures, you come face to face with the secret behind the sinister Cult of the Worm.

64-page adventure. GDW: 1902. $8.

CARAVANS OF MARS

Why does someone want to stop the caravan to Alclyon?

64-page adventure. GDW: 1903. $8.

REFEREE'S SCREEN

Includes charts and tables.

GDW: 1981. $10.

CONKLIN'S ATLAS

A handy compendium of maps and essays.

80-page book. GDW: 1983. $10.

CANAL PRIESTS OF MARS

The Canal Keeper cult is searching for the reincarnation of its high priest.

64-page adventure. GDW: 1907. $8.

MORE TALES FROM THE ETHER

Four new action-filled adventures on Mars.

64-page adventure anthology. GDW: 1906. $8.

CLOUDSHIPS AND GUNBOATS

Large deck plans, construction rules, ships, 25mm cardstock miniatures in full color.

Boxed. GDW: 1982. $15.

SOLDIER'S COMPANION

Miniatures rules for the 19th century, but with Mars and Venus! Includes siege, campaign, and naval rules, and much more.

180-page miniatures book. GDW: 1984. $15.

Adversaries for Space: 1889

MARTIAN CLOUDSHIPS

Four identical plastic sprues of Martian sky ships (from **Sky Galleons of Mars**), plus a painting and conversion guide.

Boxed. GDW: 1801. $10.

AERIAL GUNBOATS

Four identical sprues of plastic British aerial gunboats for expansion of the fleets in **Sky Galleons of Mars**.

Boxed. GDW: 1802. $10.

SOLDIERS OF THE QUEEN

British infantry company (21 figures, 10 different poses).

Boxed. GDW: 1841. $20.

VICTORIAN ADVENTURERS

Ten 25mm scale figures. Includes army officer, navy officer, inventor, thug, lady with gun, and Hill Martian brave, plus a conversion and painting guide.

Boxed. GDW: 1821. $10.

LEGIONS OF MARS

Canal Martian war band (21 figures, 10 different poses). Includes a painting and conversion guide.

Boxed. GDW: 1842. $22.

KRAAG WARRIORS

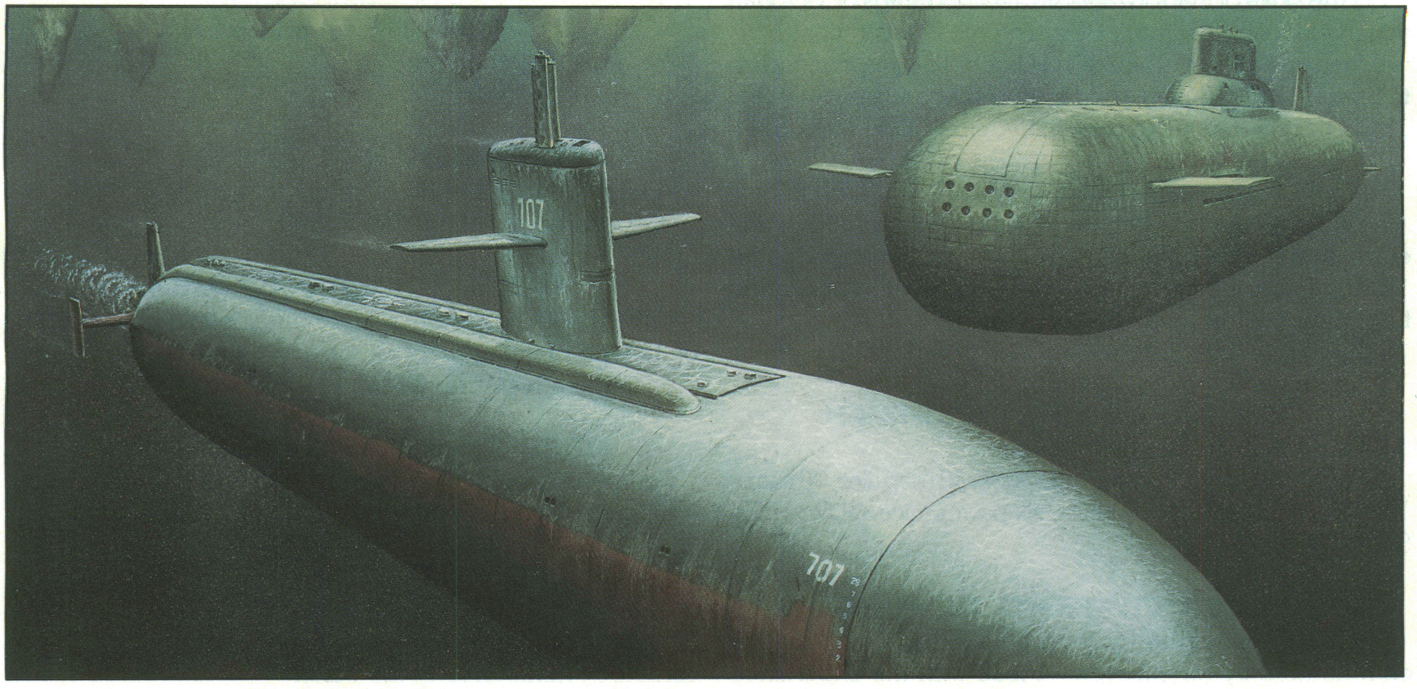
20 flying savages (10 poses). Adversaries to **Soldiers of the Queen** and **Legions of Mars**. In scale for **Soldier's Companion**.

Boxed. GDW: 1843. $22.

HARPOON

Twice Origins Award winner, **Harpoon** is the preeminent naval wargame of the modern era. It handles all aspects of maritime combat—surface, subsurface, and air— thoroughly, but with elegance. **Harpoon** is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of modern naval vessels, aircraft, submarines, and helicopters make it possible to achieve realistic results when simulating known situations; by extension, **Harpoon** also achieves realistic results with hypothetical scenarios.

Boxed. 48-page rule book, 136-page **Data Annex 1990-1991**, die-cut ship counters. GDW: 0710. $24.



DATA ANNEX 1990-1991

The latest intelligence on naval weaponry—statistics, data, and details that define the ships, subs, aircraft, electronics, and weapons of the world's modern navies. Includes new aircraft endurance rules.

136-page sourcebook. GDW: 0715. $10.

ASW FORMS

32 pregenerated **Harpoon** ship status sheets for ASW (antisubmarine warfare) vessels and planes. Plus a scenario generator for **Harpoon** naval battles from around the world.

48-page sourcebook. GDW: 0716. $8.

SHIP FORMS

Forms for 12 American and 13 Soviet classes of ships, and eight American and four Soviet types of aircraft. Plus a scenario generator that sets up ship encounters in the North Atlantic in WWIII.

48-page sourcebook. GDW: 0712. $8.

SUB FORMS

More than 30 modern submarines on pregenerated ship status sheets.

48-page sourcebook. GDW: 0713. $8.

BATTLES OF THE THIRD WORLD WAR

In the North Atlantic theater of a hypothetical WWIII the naval action will be fast and furious. This book of 15 naval warfare scenarios provides encounters to test your own naval strategies in contemporary situations.

48-page scenario anthology. GDW: 0711. $8.

SOUTH ATLANTIC WAR

The 1982 clash between the UK and Argentina over the Falkland Islands grew into the largest naval conflict since WWII. **SAW** includes an overview of the war, forces, history, chronology, rules supplement, ship and aircraft forms, and 24 scenarios. Rules for interfacing with **Combined Arms** are provided. Scenarios can be used separately or as part of a campaign.

136-page book. 24 scenarios, ship and aircraft status sheets, history, full orders of battle, maps. GDW: 0718. $12.

TROUBLED WATERS

Ship forms and special rules covering the navies of the Third World in the current global trouble spots.

104-page rules book. GDW: 0750. $12.
Available in November.

CAPTAIN'S EDITION HARPOON

Each ship is a card, with the numbers for attacks, defense, electronics, and movement immediately at hand. Each player has a task force of several ships. And when they meet, they fight out a modern naval battle using the same strategies, tactics, and procedures that the real ships use.

A game can be played in under an hour, with no special naval expertise necessary. Each game is different; each is a new insight into modern naval warfare.

If you are interested in modern naval warfare, **Captain's Edition** is the place to start. If you are an experienced player, this is the vehicle to introduce new players to your favorite game. Designed by best-selling author Larry Bond.

Boxed game for two or more players. Rule book, game map, data cards, stand-up ship counters. GDW: 0717. $26.

SEALIFT

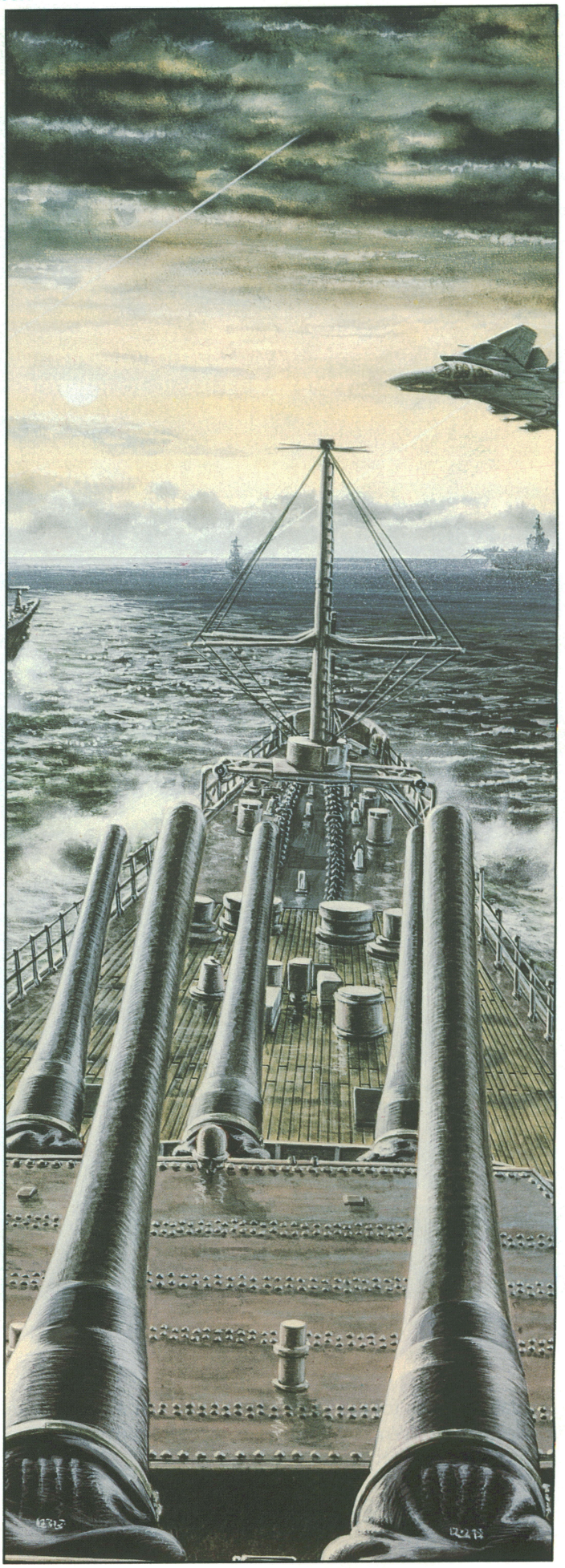
Running the Gauntlet in the North Atlantic

In Europe, NATO ground forces are fighting a desperate holding action. Peacetime stocks of munitions and equipment are being consumed at an alarming rate. Airlift assets provide a steady stream of personnel, but equipment and munitions are brought over in quantity by sealift.

Award-winning game designer, Frank Chadwick, has created this fast and simple game covering every aspect of modern naval warfare.

Boxed set includes rules, scenarios, injection-molded planes, high-quality ship cards displaying all game data for vessels to promote speedy play, counters, dice, map (can be mated with **Captain's Edition** map) and several screens and charts.

Boxed. 48-page rules book. 17x22" map, plastic pieces, die-cut counters. GDW: 0719. $26.
Available in January 1992.



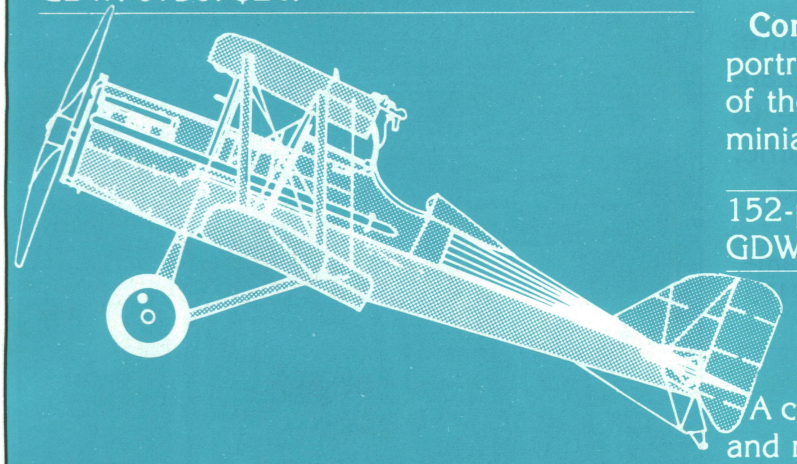
COMMAND DECISION
WWII Miniatures Wargame Rules

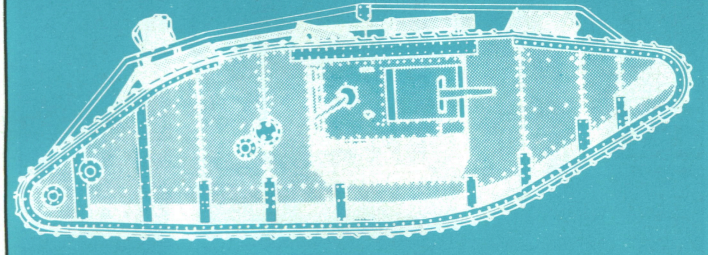
Ground-breaking miniatures rules set for World War II battles. A single sheet tells the players what to do, while the game moderator administers the rules in depth.

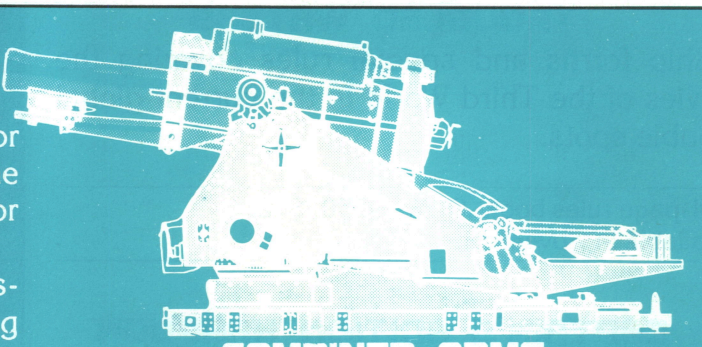
Command Decision emphasizes two aspects of World War II warfare: rapidly changing tactical situations and combined arms operations.

Use at any scale: 1/76, 25mm, 15mm, or MicroScale. Complexity is basic to intermediate.

Boxed. Rule book, data chart book, organization book, campaign book, rules folder, four game reference charts, counter sheet.
GDW: 0730. $24.







COMBINED ARMS

Modern combat is fast, furious, and deadly. Both NATO and the Warsaw Pact emphasize the value of mobility and firepower, and this doctrine is expressed in a vast and technologically sophisticated array of weapons.

Laser range finders, thermal sights, radar-seeking missiles, and counterbattery radar all add to the accelerated pace which is the trademark of modern combat.

Combined Arms has been designed to portray the machines, speed, and confusion of the modern battlefield within a playable miniatures rules system.

152-page miniatures book.
GDW: 0732. $12.

OVER THE TOP
WWI Miniatures Wargame Rules

A complete miniatures wargame rule book and reference for World War I in a table-top environment, with 10 WWI battle scenarios.

Includes gas attacks, artillery barrages, complex trench systems, rudimentary armored fighting vehicles, and the ever-present machinegun.

Exhaustive Troop Lists: Austria-Hungary, Belgium, Britain (including the Commonwealth), Bulgaria, France, Germany, Italy, Montenegro, Romania, Russia, Serbia, Turkey, and the United States.

96-page miniatures rule book.
GDW: 0734. $12.

SOLDIER'S COMPANION

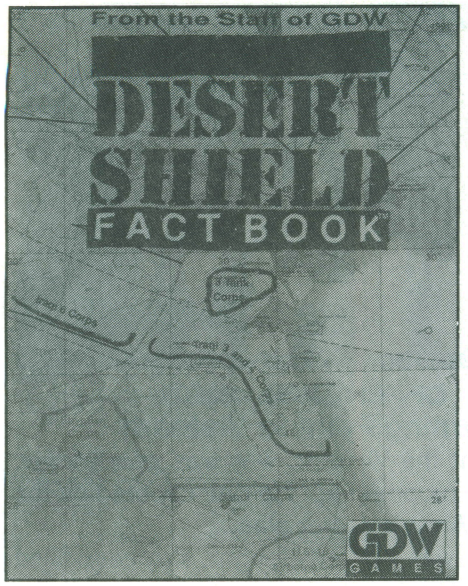
Miniatures rules for the 19th century, but with a twist: They include Mars and Venus! With siege, campaign, and naval rules, and much more.

180-page colonial/**Space: 1889** miniatures book.
GDW: 1984. $15.

IRONCLADS AND ETHER FLYERS

Ships sail the seas, submersibles prowl the depths, and ether flyers cruise the skies in this fast-playing **Space: 1889** miniatures game of aeronaval combat over, on, and below the seas of 19th-century Earth.

108-page miniatures book. GDW: 1891. $12.



DESERT SHIELD FACT BOOK

No. 1 Bestseller

The key to understanding the Gulf War as it was fought. Basic definitions and jargon, key unit lists, and background essays on tanks, the Iraqis, and military equipment.

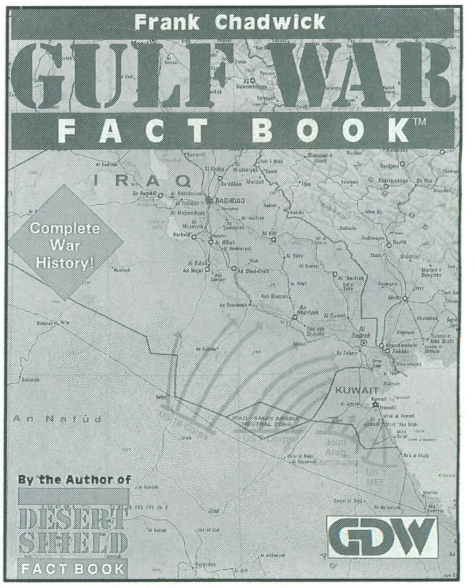
Perfect for analyzing the events of the war!

Includes:

- 64 pages of facts and background about operations in the Gulf.
- Lists of units actually deployed.
- Force and equipment quantities.
- Comparisons of each sides' weapons.
- Probable plans for each side.
- Fighting techniques.
- Plus a separate 22×28" full-color wall map of the region.

64-page book. 22× 28" map of the region, illustrations, maps. GDW: 1991. $10.

GULF WAR FACT BOOK



The authoritative guide to understanding the Gulf War. Frank Chadwick, the *New York Times* best-selling author of the **Desert Shield Fact Book**, examines the Gulf War in depth.

Coverage includes:

- **Basic Information.** Jargon, terminology, and military symbology, and the theory of modern warfare.
- **Air War:** Fast-reading, understandable coverage of the theory behind the air war: including air superiority, air field bombing, and strategic targets. Compares the Coalition forces' experience with theory.
- **Ground War:** In-depth discussions of the operations Coalition forces have undertaken, including amphibious, airborne, and air assault.

Readable, understandable coverage of the actual battles to date, and the potential operations to follow.

- **Maps:** Fold-out 11×17" Kuwaiti theater of operations map. Plus eight pages of detailed four-color maps.

104-page trade paperback. Color plates, maps, illustrations. GDW: 1992. $10.

THE SANDS OF WAR

Tactical desert warfare explodes in **The Sands of War** as it covers more than 20 historic scenarios, including all Arab-Israeli wars, the Iran-Iraq war, and the Gulf War.

Each situation demonstrates an important aspect of the technique and strategy of modern warfare. Each is an action-filled insight into the effects of modern weaponry.

Game rules cover troops, armor and artillery in the desert setting. Counters are the tactical elements of modern warfare. Maps show typical desert terrain.

Boxed board wargame. Mounted map, rules, die-cut counters. GDW: 0119. $40. Available in October.

GDW AT WAR!!

TET OFFENSIVE: 1968
The Turning Point in Vietnam

Everyone thought the Vietnam war was nearly over. 1968 would just be mopping up. No one counted on the North Vietnamese Army's secret plan....

The Tet Offensive was a bitterly fought, suspense-filled battle. GDW's **Tet Offensive: 1968** brings you all the excitement of this decisive battle.

Boxed wargame. Mounted game map, 300 die-cut counters in four sizes, 15 plastic stands for 3-D effect. GDW: 0117. $40.

STAND & DIE
The Battle of Borodino, 1941

The USSR's first Siberian Unit is facing the German 10th Panzer Unit together with the terrifying SS Division *Das Reich* in a struggle to stop the Third Reich. The Germans must be held, or Moscow will fall.

Virtually every type of tank available in 1941 on both sides was present at Borodino. This game demonstrates the strengths and weaknesses of the more than 300 combat aircraft represented. Because both sides committed a high proportion of mobile forces to the battle, **Stand & Die** contains a multitude of movement possibilities and rapidly changing tactical situations.

Boxed board wargame. Two mounted maps, 500 die-cut counters. GDW: 0118. $60. Available in June.

GATHERING STORM

A unified Europe, a Soviet Union in chaos, and a rising tide of pan-Arab nationalism and Islamic fundamentalism spell a world completely different from the 1980s. Perhaps in this 20th-century world all international disputes are solved logically and peacefully. Perhaps.

But what if they aren't? **Gathering Storm** is a multiplayer game of global power politics, with economic, diplomatic, and military conflict. Each player runs one established power (such as Japan, the United States of America, or the United States of Europe) or a "rising star" (such as the Sword of Islam, Arab Unity, or a revitalized Russian Republic).

Boxed. Mounted map, plastic pieces, rules. Two to four players.
GDW: 0116. $40. Available in December.

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AIR SUPERIORITY
Modern Jet Air Combat

Learn the tactics of air-to-air combat as you step through the basic rules. Advance to better aircraft and exciting tactics as you gain experience. This modern jet air combat game presents 30 aircraft—American, European, or Soviet fighters—and 30 scenarios in which to use them. **Air Superiority** is the most realistic jet combat game on the market. It is a playable game of jet fighter combat in the 1980s and 1990s. Rules cover flight, gun combat, air-to-air missiles, radar, and electronic warfare.

Boxed tactical jet fighter game for two or more players. 48-page rule and scenarios book, 30 aircraft data cards, 240 die-cut counters, four game maps, 10-sided die. GDW: 0430. $26.

AIR STRIKE
Modern Air/Ground Combat

This expansion game introduces bombing, strafing, and ground attack to the **Air Superiority** modern jet air combat system. New data cards and counters, plus intricate surface air defenses and weapons of the modern battlefield make this game an enjoyable lesson in modern air support technology. **Air Superiority** is required to play **Air Strike**.

Boxed, **Air Superiority** series, tactical jet fighter, air-to-ground combat game. 48-page rule book, charts booklet, 480 die-cut counters, six game maps, 32 aircraft data cards. GDW: 0431. $24.

BLUE MAX

World War I on the Western Front was grim and static. But far above the trenches was a different kind of war: a war without front lines, where victory depended on individual skill and daring.

Blue Max is an exciting multiplayer game of WWI aerial combat in which each player flies a single Allied or German fighter aircraft. Its very detailed, but simple rules make this game a joy to learn, so beginners can start playing within 15 minutes. Easy-to-follow charts make it simple for players to decide on their moves and make them with a minimum of fuss. And since important information is contained in graphic displays, there are few rules to remember, so players can concentrate on the action from the beginning!

Altitude: The first edition of the game lacked altitude rules. Now this revised and updated second edition incorporates simple, easy-to-use rules for five altitude levels and spins.

Campaign in the Air: Includes instructions for a continuing campaign for any number of players.

Included in *Games Magazine*'s Games 100 list.

Boxed World War I biplane combat game. Rules, map, counters, aircraft maneuver sheets, die. GDW: 0421. $24.

BATTLEFIELD: EUROPE

War in modern Europe is a certainty. Regional and ethnic rivalries are too firmly rooted to be ignored any longer.

While the superpower nuclear threat hung over Europe, no one dared risk a small war flaring into a larger one. But that threat is gone, and the nations of Europe no longer fear a holocaust. Regional ethnic or territorial rivalries can flare up at any time. The result will be war.

Based on the award-winning **First Battle** system, **Battlefield: Europe** is a fast-playing wargame of modern European conflict. Not the conflict of the world-destroying WWIII everyone once feared—but smaller wars that will be fought in weeks. Includes analysis of regional conflicts and armed forces, plus scenarios.

Boxed game. Maps, die-cut counters, rules, *European Warfare Handbook*. GDW: 0115. $26.

A HOUSE DIVIDED
The American Civil War, 1861-65

Players fight for control of a few key recruiting cities where new troops are mobilized nearly as quickly as others are lost in battle. True to history, the Confederates must strike quickly or be worn down by superior numbers. Unlike history, this game can be repeated several times in an evening.

A House Divided has no difficult rules and no tricky tactics. Instead, players think in purely strategic terms: where to bring in recruits, which cities to fortify, whether to attack in the East or West.

Boxed strategic wargame. Two players. Interlocking hard game map, 176 die-cut counters, 16-page rule book, eight-page advanced rule book, charts. GDW: 0101. $24.

RED EMPIRE
The Card Game of Soviet Power Politics

You help rule Russia in this fascinating card game that duplicates the shifting alliances and dirty dealings of the Soviet hierarchy.

Each player controls a faction made up of party, military, and KGB leaders. Each faction tries to purge the emerging leaders of the opposition while building its own power base to win the all-important President of the Soviet Union card for itself.

But ambition is blunted by the random crisis cards (Lithuanian Independence! and others) that can bring the downfall of the current president, or even the downfall of the entire Soviet Union.

Red Empire is a game of diplomacy and double-dealing, but it is also a game of alliances—if events go too far wrong, everyone loses!

Boxed card game of Soviet power politics. For three to six players. GDW: 0114. $12.

LAST BATTLE
WWIII Combat Game

Man-to-man, tank-to-tank boardgame for resolving modern battles. **Last Battle** is a detailed, stand-alone boardgame based on the award-winning **First Battle** tactical game system. It is also a support system for resolving combat in the **Twilight: 2000** roleplaying game.

Data cards provide the statistics and capabilities of modern fighting vehicles, while counters represent soldiers. Special rules cover urban fighting, artillery, and morale.

Boxed boardgame. 16-page rule book, 16-page scenario book, 52 vehicle data cards, six game maps, two counter sheets, dice. GDW: 0551. $24.

TEAM YANKEE
Game of World War III

Based on Harold Coyle's bestseller. Play through the eight scenarios, or build your own forces and fight out new battles. Rules cover artillery, FISTVs, ICMDP, morale, chemical warfare, mines, aircraft, Copperhead, and other aspects of modern land warfare.

Boxed tactical modern tank battles game. Two players. 32-page rule book, four game maps, 240 die-cut counters, dice. GDW: 0110. $24.

IMPERIUM
Science-Fiction Wargame

Terra has reached the stars, only to find someone already there! The Grand Empire of Stars—the Imperium—already claims the stars vital to Terran expansion. Interstellar war is inevitable.

In this conflict, the Imperium is a ponderous giant; Terra is a small, quick opponent, anxious for a lightning victory before the enemy can bring all its tremendous resources to bear. Each game is a war, and each game begins with the positions from the end of the previous one. An entire game can be played in under two hours.

A background booklet details how this game fits into the galactic history which underlies **MegaTraveller**.

Boxed science-fiction wargame. Interlocking hard game map, die-cut counters, rules and charts. GDW: 0205. $24.

STAR CRUISER

The definitive information source for space combat and starship construction for **2300 AD**, **Star Cruiser** is both a complete addition to the **2300 AD** rules and an exciting boardgame of futuristic space combat. Rules cover the power plant and stutterwarp drives, advanced weaponry of the age, and defensive countermeasures which will keep your ship alive. Winner of the RPGA Award.

Boxed. Ship status sheets, counters, *Naval Architect's Manual*, rule book, star map. GDW: 1050. $20.

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		2002	★ Infantry WeaponsWorld	12.00
		2003	★ American Combat Vh Hdbk	12.00
		2004	★ Soviet Combat Vh Hdbk	12.00
		2005	Merc: 2000	16.00
		2006	Bangkok	12.00
		2007	Nato Combat Vh Hdbk (May)	12.00
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Seeker, PO Box 519, Mountain Home, ID 83647-0519 USA.

DESENOS ORBITALES

Traveller is published in Spanish by Deseños Orbitales. More Spanish adventures and supplements are now in production.

GDW, PO Box 1646, Bloomington, IL 61702-1646 USA.

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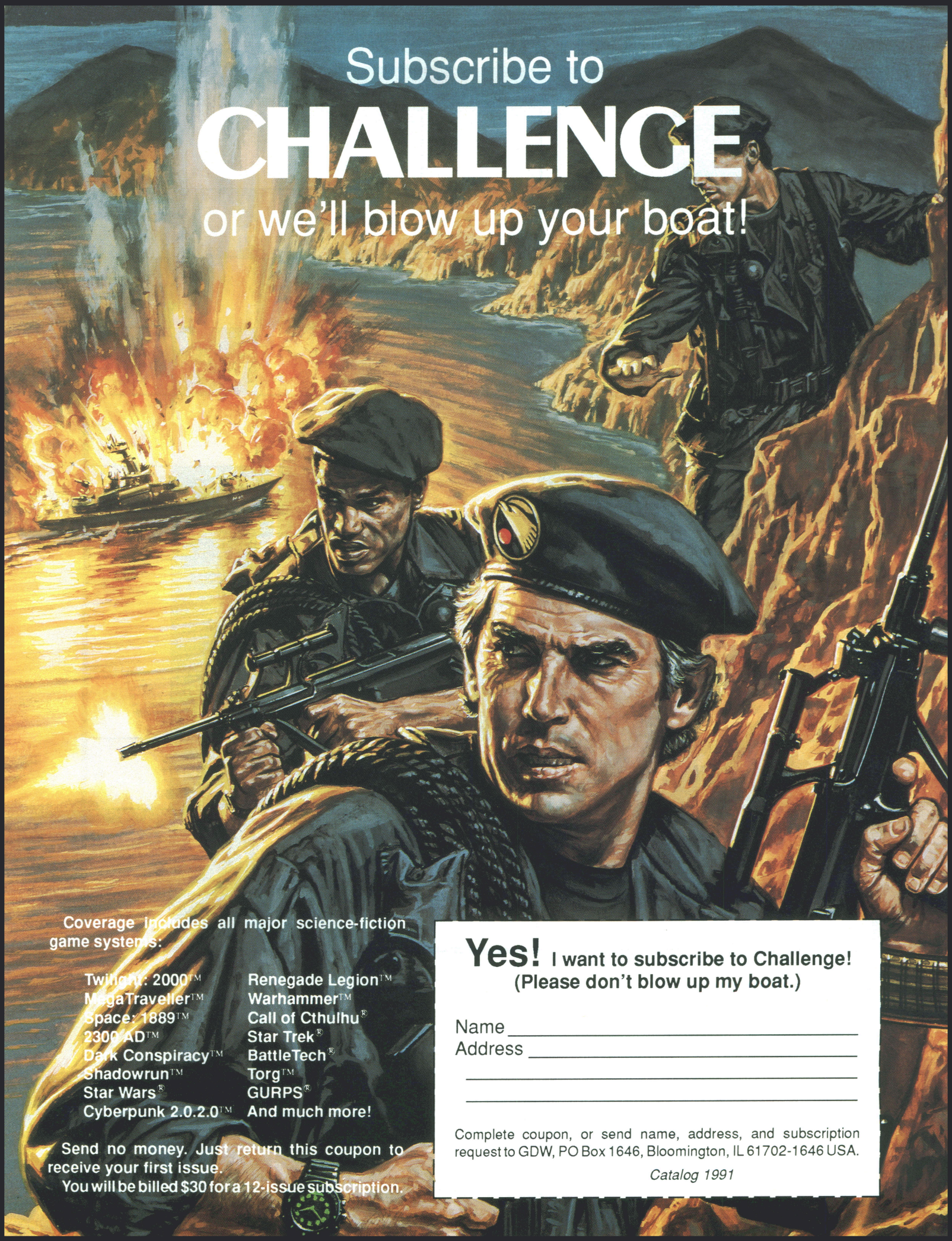
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February						48	
March	Bangkok GDW:2006 $12				Tet GDW: 0117 $40		Gulf War Fact Book GDW: 1992 $10
April						49	
May				South Atlantic War GDW: 0718 $12			
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July	Nautical and Aviation Handbook GDW: 2009 $12	New Orleans GDW: 2101 $10				51	
August		Heart of Darkness GDW: 2103 $10				52	
September		DarkTek Equipment Guide GDW: 2102 $12	Hard Times GDW: 0221 $12			53	
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